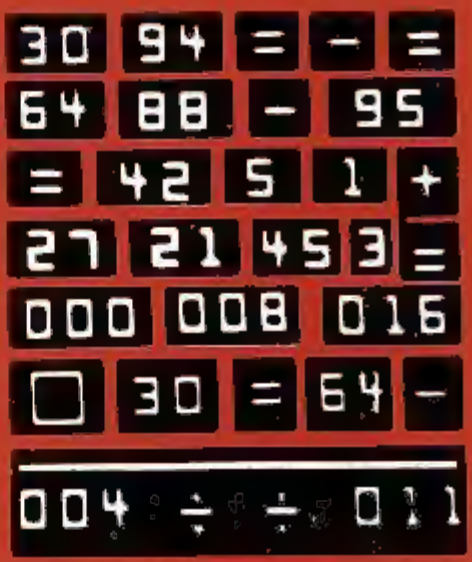
Studio II
Home TV Programmer

TV School House II



Math Fun Instructions

This Studio II Cartridge contains a challenging, educational game for 1 or 2 players.

Cartridge 18V501

RCA

Math Fun

Studio II Math Fun is a challenging, educational game for one or two players.

At the start of each game, players select response speed (amount of time allowed to answer), level of difficulty, and type of problem; addition, subtraction, multiplication or division. If preferred, a "combination" can be selected where the type of problem and level of difficulty will vary.

The first three levels of difficulty are arithmetic problems with larger numbers for each higher level. The 4th level presents the problems in an elementary form of algebra.

A sequence of 10 problems will be displayed on the screen. The numbers used in the problems are randomly selected by the computer so the players have no way to know beforehand what the problem will be. As each problem is displayed, the first player to enter the correct answer receives from 1 to 10 points, depending on how fast the answer was entered. Answers entered within 1½-seconds are scored a full 10 points.

If neither player enters the correct answer within the allotted time, the computer will display the answer, then proceed to the next problem.

After displaying 10 problems, the game is over and the total scores and number of correct answers for each player will be shown.

As a two player game, each player attempts to outscore his opponent. As a single player game, the individual tries to accumulate as many points as possible, always attempting to improve his score.

How to Play

Note: *For 2-player game, use both keyboards; for 1-player game, use either keyboard.*

1. Insert MATH FUN cartridge in the Studio II console. Press CLEAR button.
2. Select answer speed:
   Slow (approx. 20 sec), press Key 1 on Keyboard A. An "S" will appear on the screen.

   Fast (approx. 10 sec), press Key 2 on Keyboard A. An "F" will appear on the screen.

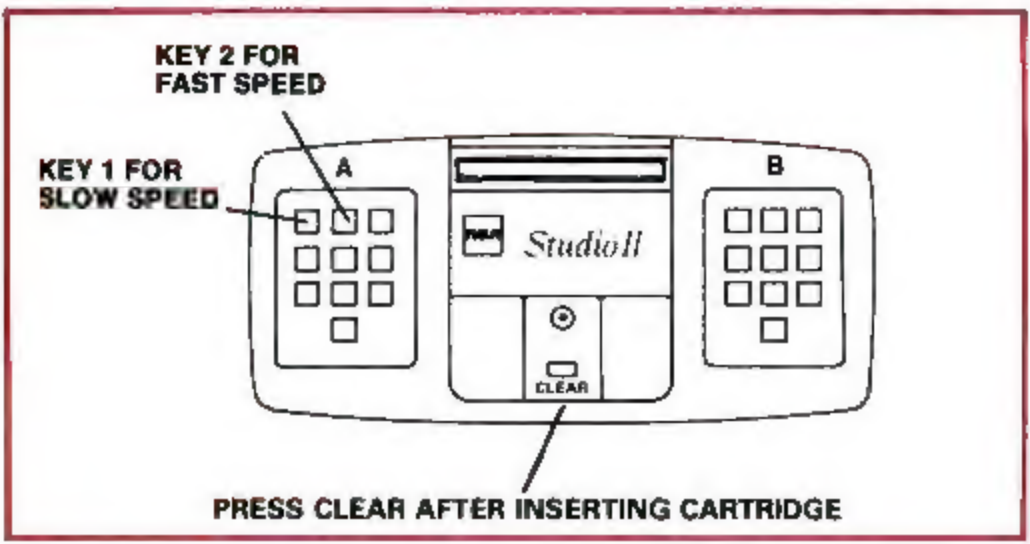


FIG. 1 SELECT SPEED

3. Select the type of problems as shown in Fig. 2. The symbol for the type of problem selected will be shown on the screen.

Note: *If the combination is selected, the game starts immediately.*

Type of Problems	Press key on Keyboard A	Symbol Display
Addition	1	+
Subtraction	2	−
Multiplication	3	×
Division	4	÷
Combination	5	Game will start

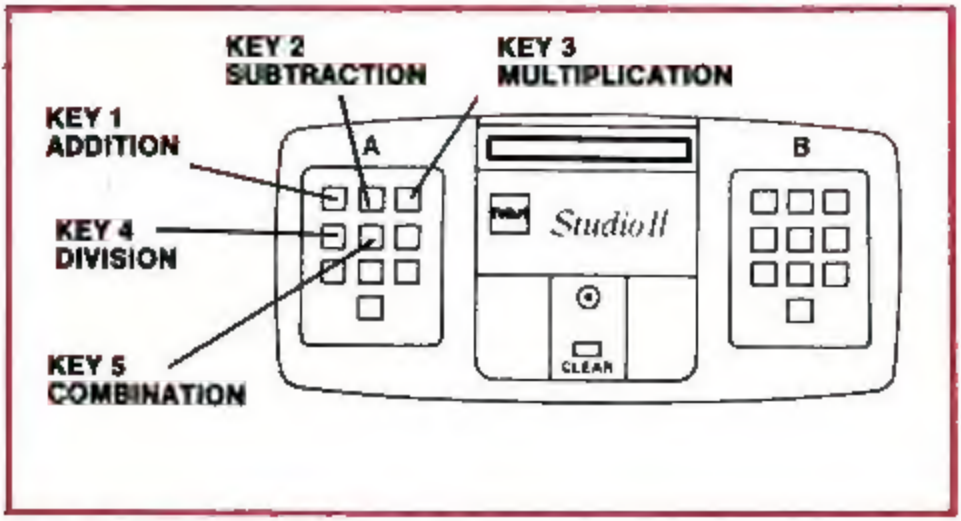


FIG. 2 SELECT PROBLEM TYPE

4. Select the level of difficulty by pressing Key 1 (easiest) 2, 3, or 4 (most difficult) on Keyboard A. The game starts when level of difficulty key is pressed.

Note: *If the combination problems were selected, disregard this step since all levels of difficulty will be used.*

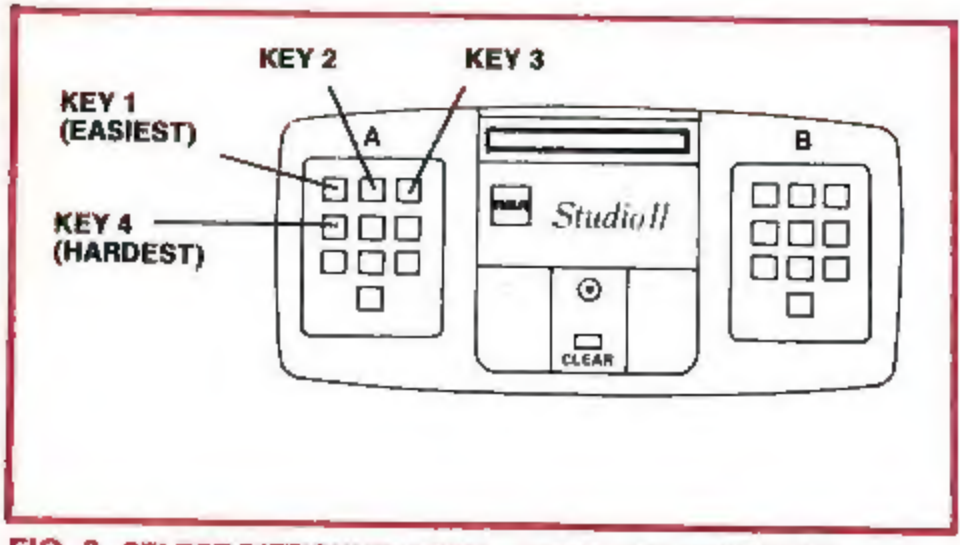


FIG. 3 SELECT DIFFICULTY LEVEL (DOES NOT APPLY FOR COMBINATION PROBLEMS)

5. When a problem appears on the TV screen, each player attempts to enter the correct answer on his/her keyboard as quickly as possible. Only the first player to enter the correct answer scores. The score will range from 1 to 10 points depending on how fast the answer is entered.

   If a player enters an incorrect answer, his keyboard becomes inoperative and he loses his turn for that problem.

   If neither player enters the correct answer within the allotted time, the correct answer will be displayed automatically.

6. After 10 problems, the game is over, and the

winner is the player with the highest total score. The computer will also display the total number of correct answers entered by each player.

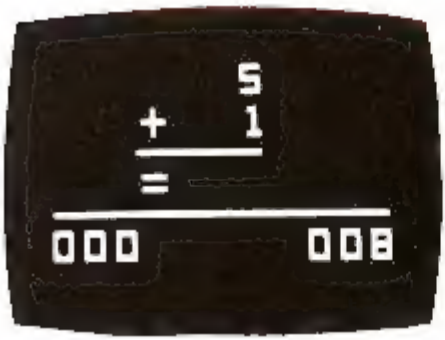
7. If you wish to replay the same type of game, just press Key 0 on Keyboard A (Do not press CLEAR). In this way it will not be necessary to repeat selection of speed, problem type, and level of difficulty.

Note: *If you wish to start over or change the game selection before a 10-problem game has been completed, press CLEAR, then wait 3-4 seconds before selecting the new game. This allows the computer timing circuits to re-set.*

Game Set-Up Examples

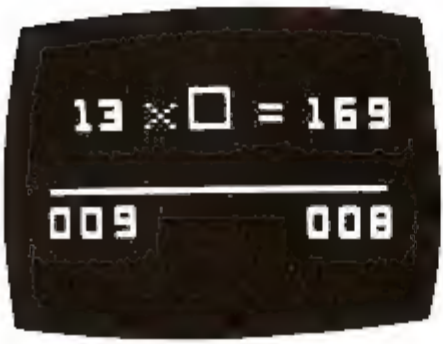
- To play a game at slow speed, selecting addition problems at easiest level of difficulty, press Key 1 on Keyboard A three times.
- To play a game at fast speed, selecting division problems at 3rd level of difficulty, press Keys 2, 4, and 3 in sequence on Keyboard A.
- To play a game at fast speed and with a combination of problems, press Key 2, then Key 5 on Keyboard A.

Typical Screen Displays



A.

B.



C.

D.

FIG. 4

TYPICAL PROBLEMS FOR ADDITION (A), SUBTRACTION (B), MULTIPLICATION (C) AND DIVISION (D). CORRECT ANSWER HAS BEEN ENTERED IN DIVISION PROBLEM.

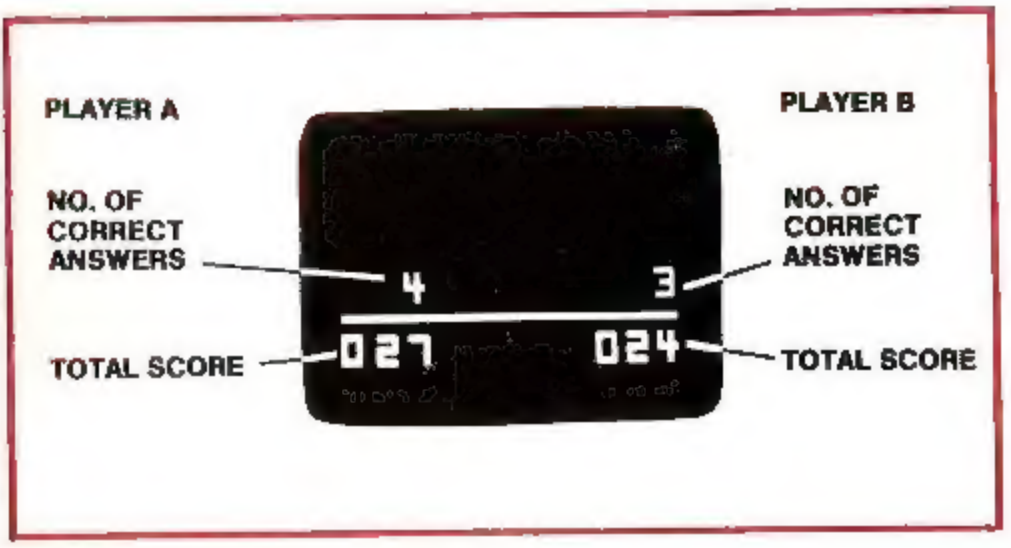


FIG. 5

TYPICAL FINAL SCORE. PLAYER A HAS WON, 27 TO 24.

Remember: *The score is based not only on number of correct answers, but also on how fast the answers were entered.*

Note: *If the metal contact strips on the cartridge become dirty or discolored, this could affect the cartridge operation. These strips can be cleaned easily by gently rubbing them with a pencil eraser. Remove eraser residue before inserting cartridge.*

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